Fighter	HP : 7

Character

2 / 4 Combat
1 Magic
1 Cunning

Rogue	HP : 7

Character

2 / 4 Cunning
1 Combat
1 Magic

Wizard	HP : 7

Character

2 / 4 Magic
1 Cunning
1 Combat

Bodyguard	1

Effect

Discard Bodyguard :
Target Attack that would deal damage to an Ally deals that damage to you instead.

2

Bodyguard	1

Effect

Discard Bodyguard :
Target Attack that would deal damage to an Ally deals that damage to you instead.

2

Bodyguard	1

Effect

Discard Bodyguard :
Target Attack that would deal damage to an Ally deals that damage to you instead.

*

Challenge	2

Effect

Until end of turn, all enemies Attack you if they can. All attacks do -1 damage.

2

Challenge	2

Effect

Until end of turn, all enemies Attack you if they can. All attacks do -1 damage.

2

Counter Attack	1

Effect

Discard Counterattack:
Target Attack deals -1 damage, and deal 3 damage to the attacking creature.

3

Counter Attack	1	Fury Counter	3	Fury Counter	3

Counter Attack — 1

Effect

Discard Counterattack:
Target Attack deals -1 damage,
and deal 3 damage to the
attacking creature.

3

Fury Counter — 3

Effect

Whenever an enemy deals damage
to you, you deal 2 damage (short
range)

3

Fury Counter — 3

Effect

Whenever an enemy deals damage
to you, you deal 2 damage (short
range)

3

Second Wind — 2

Special Effect

As you play this card, trash any
other card you control. Prevent
the next 1 damage that would be
dealt to you.

*

Quick Slash — 1

Attack

Deal 2 Damage to any Target

2   *

Quick Slash — 1

Attack

Deal 2 Damage to any Target

2   *

Quick Attack — 1

Attack

Deal 3 Damage to any Target

3   2

Quick Attack — 1

Attack

Deal 3 Damage to any Target

3   2

Quick Attack — 1

Attack

Deal 3 Damage to any Target

3   2

Quick Attack	1

Attack

Deal 3 Damage to any Target

🟨 3   ⚡ 2

Frenzy	4

Attack
Deal 5 Damage to any Target. If that Target dies repeat this process.
Take 1 Damage for every enemy killed this way.

🟨 5   ⚡ 4

Savage Slash	5

Attack

Deal 9 Damage to any Target

🟨 9   ⚡ 3

Savage Slash	5

Attack

Deal 9 Damage to any Target

🟨 9   ⚡ 3

Savage Slash	5

Attack

Deal 9 Damage to any Target

🟨 9   ⚡ 3

Hammer	2

Attack

Deal 1 Damage to any Target
OR Deal 3 Damage to a Shielded Target

🟨 1+   ⚡ *

Hammer	2

Attack
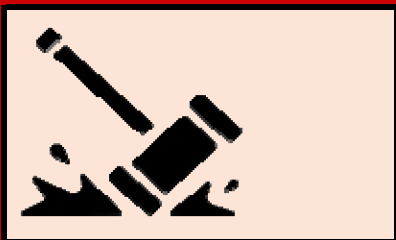
Deal 1 Damage to any Target
OR Deal 3 Damage to a Shielded Target

🟨 1+   ⚡ *

Hammering Blow	2

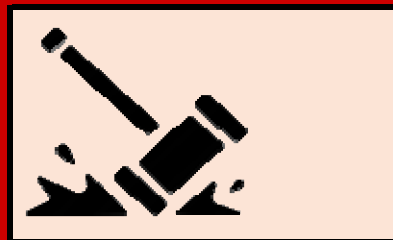*Attack*

Deal 2 Damage to any Target
OR Deal 4 Damage to a Shielded Target

🟨 2+   ⚡ 2

Hammering Blow	2

Attack

Deal 2 Damage to any Target
OR Deal 4 Damage to a Shielded Target

🟨 2+   ⚡ 2

| Hammering Blow | 2 | Double Strike | 4 | Double Strike | 4 |

Hammering Blow — 2
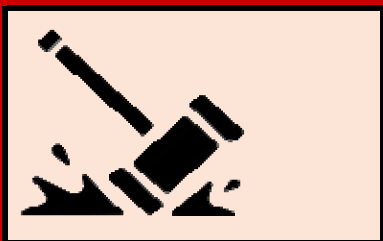
Attack

Deal 2 Damage to any Target OR Deal 4 Damage to a Shielded Target
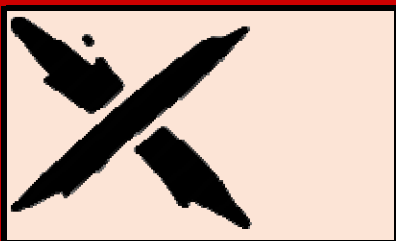
🟨 2+   ⚡ 2

Double Strike — 4

Attack

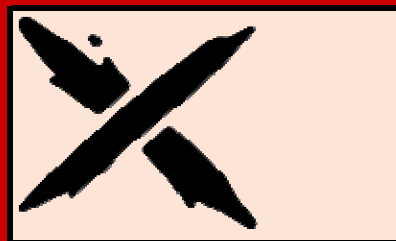Deal 3 Damage to target creature. Deal 3 Damage to that same creature

🟨 3+   ⚡ 4

Double Strike — 4

Attack

Deal 3 Damage to target creature. Deal 3 Damage to that same creature

🟨 3+   ⚡ 4

Retribution Slash — 3

Attack

Deal X Damage to any Target, where X is the amount of damage on your Stack.

🟨 X   ⚡ 3

Retribution Slash — 3

Attack

Deal X Damage to any Target, where X is the amount of damage on your Stack.

🟨 X   ⚡ 3

Retribution Slash — 3

Attack

Deal X Damage to any Target, where X is the amount of damage on your Stack.

🟨 X   ⚡ 3

Combat Evolution

Level Up

+1 Combat

Combat Evolution

Level Up

+1 Combat

Combat Evolution

Level Up

+1 Combat

Combat Evolution	Combat Evolution	Backstab **1**

Combat Evolution

Level Up

+1 Combat

Combat Evolution
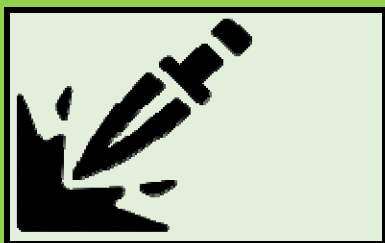
Level Up

+1 Combat

Backstab — 1

Effect

Discard Backstab:
Your next attack deals 2X damage.

△ 3

Backstab — 1

Effect

Discard Backstab:
Your next attack deals 2X damage.

△ 3

Backstab — 1

Effect

Discard Backstab:
Your next attack deals 2X damage.

△ 3

Skulk — 2

Effect

Discard Skulk:
Your next attack deals + 3 damage.

△ *

Sleight of Hand — 2

Special Effect

As you play this card, trash any other card you control. Draw a Card, then discard a card.

△ *

Think Twice — 0

Effect

At the beginning of the round look at the top 2 cards of your deck. You may discard either or both.

△ 3

Think Twice — 0

Effect

At the beginning of the round look at the top 2 cards of your deck. You may discard either or both.

△ 3

Think Twice — 0

Effect

At the beginning of the round look at the top 2 cards of your deck. You may discard either or both.

3

Uncanny Dodge — 3

Effect

Damage dealt to you is placed into your discard pile instead.

4

Brash Flourish — 1

Attack

Deal 1 Damage.
Draw a Card then discard a card.

2   *

Brash Flourish — 1

Attack

Deal 1 Damage.
Draw a Card then discard a card.

2   *

Clever Attack — 2

Attack

Deal 2 Damage.
Draw a Card.

2   1

Clever Attack — 2

Attack

Deal 2 Damage.
Draw a Card.

2   1

Clever Cut — 2

Attack

Deal 1 Damage.
Draw a Card.

2   *

Clever Cut — 2

Attack

Deal 1 Damage.
Draw a Card.

2   *

Reckless Flourish — 1

Attack

Deal 2 Damage.
Draw a Card then discard a card.

2   2

Reckless Flourish	1	Reckless Flourish	1	Stunning Attack	2

Attack

Deal 2 Damage.
Draw a Card then discard a card.

2 | 2

Attack

Deal 2 Damage.
Draw a Card then discard a card.

2 | 2

Attack

Deal 2 Damage to any Target.
STUN that target.

2 | 3

Stunning Attack | 2 | Stunning Attack | 2 | Tripping Cut | 2

Attack

Deal 2 Damage to any Target.
STUN that target.

2 | 3

Attack

Deal 2 Damage to any Target. STUN
that target.

2 | 3

Poison Attack

Deal 2 Damage.
This creature is Shieldbroken.

2 | 3

Tripping Cut | 2 | Tripping Cut | 2 | Venomous Cut | 3

Poison Attack

Deal 2 Damage.
This creature is Shieldbroken.

2 | 3

Poison Attack

Deal 2 Damage.
This creature is Shieldbroken.

2 | 3

Poison Attack
Deal 1 Damage.
The creatue is Poisoned.
At the beginning of this creature's
turn, it takes 2 damage (ignores
armor)

3 | 4

Venomous Cut	3	Venomous Cut	3	Spiteful Finish	2

Venomous Cut — 3

Poison Attack
Deal 1 Damage.
The creatue is Poisoned.
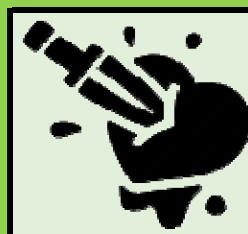At the beginning of this creature's turn, it takes 2 damage (ignores armor)

3 | 4

Venomous Cut — 3

Poison Attack
Deal 1 Damage.
The creatue is Poisoned.
At the beginning of this creature's turn, it takes 2 damage (ignores armor)

3 | 4

Spiteful Finish — 2

Attack

Deal 6 damage to any target that has a Status Effect or Effect card.

6 | 3

Spiteful Finish — 2

Attack

Deal 6 damage to any target that has a Status Effect or Effect card.

6 | 3

Acrobatic Attack — 2

Attack

Discard a card. Deal X Damage to any Target where X is the Cost of the discarded card.

X | 3

Acrobatic Attack — 2

Attack

Discard a card. Deal X Damage to any Target where X is the Cost of the discarded card.

X | 3

Acrobatic Attack — 2

Attack

Discard a card. Deal X Damage to any Target where X is the Cost of the discarded card.

X | 3

Cunning Advancement

Level Up

+1 Cunning

Cunning Advancement

Level Up

+1 Cunning

Cunning Advancement	Cunning Advancement	Cunning Advancement
Level Up	Level Up	Level Up
+1 Cunning	+1 Cunning	+1 Cunning

Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.

Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.

Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.
Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.
Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.

Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.
Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.
Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.

Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.
Damage	Damage	Damage
Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.	Reveal this Card as you Draw it. Add to your Damage Stack.
Poison	Poison	Poison
Reveal this Card as you Draw it. Add to your Damage Stack. Take 1 Damage (ignores Armor)	Reveal this Card as you Draw it. Add to your Damage Stack. Take 1 Damage (ignores Armor)	Reveal this Card as you Draw it. Add to your Damage Stack. Take 1 Damage (ignores Armor)

Poison	Poison	Goblin Archer — HP : 4
		Shield: 0
		Allies:2
Reveal this Card as you Draw it. Add to your Damage Stack. Take 1 Damage (ignores Armor)	Reveal this Card as you Draw it. Add to your Damage Stack. Take 1 Damage (ignores Armor)	Back Row
		Attacks Weakest - 1
		I 2 | 0

Goblin Archer — HP : 4	Goblin Archer — HP : 4	Goblin Archer — HP : 4
Shield: 0	Shield: 0	Shield: 0
Allies:2	Allies:2	Allies:2
Back Row	Back Row	Back Row
Attacks Weakest - 1	Attacks Weakest - 1	Attacks Weakest - 1
I 2 | 0	I 2 | 0	I 2 | 0

Goblin Archer — HP : 4	Goblin Banker — HP : 5	Goblin Banker — HP : 5
Shield: 0	Shield: 0	Shield: 0
Allies:2	Allies:2	Allies:2
Back Row	Front Row	Front Row
Attacks Weakest - 1	Attacks Strongest - 2	Attacks Strongest - 2
I 2 | 0	I 4 | 1	I 4 | 1

Goblin Banker	HP : 5	Goblin Banker	HP : 5	Goblin Banker	HP : 5
	Shield: 0		Shield: 0		Shield: 0
	Allies:2		Allies:2		Allies:2
Front Row		Front Row		Front Row	
Attacks Strongest - 2		Attacks Strongest - 2		Attacks Strongest - 2	
I	4 | 1	I	4 | 1	I	4 | 1

Goblin Chieftan	HP : 5	Goblin Chieftan	HP : 5	Goblin Chieftan	HP : 5
	Shield: 2		Shield: 2		Shield: 2
	Allies:4		Allies:4		Allies:4
Front Row		Front Row		Front Row	
Attacks Strongest - 3		Attacks Strongest - 3		Attacks Strongest - 3	
I	3 | 0	I	3 | 0	I	2 | 2

Goblin Chieftan	HP : 5	Goblin Warrior	HP : 5	Goblin Warrior	HP : 5
	Shield: 2		Shield: 0		Shield: 0
	Allies:4		Allies:2		Allies:2
Front Row		Front Row		Front Row	
Attacks Strongest - 3		Attacks Strongest - 2		Attacks Strongest - 2	
I	2 | 2	I	1 | 0	I	1 | 0

Goblin Warrior	HP : 5	Goblin Warrior	HP : 5	Goblin Warrior	HP : 5
	Shield: 0		Shield: 0		Shield: 0
	Allies:2		Allies:2		Allies:2

Front Row

Attacks Strongest - 2

I	1 | 0

Front Row

Attacks Strongest - 2

I	1 | 0

Front Row

Attacks Strongest - 2

I	1 | 0

Aquatic Spearman	HP : 4
	Shield: 0
	Allies:4

Back Row

Attacks Strongest - 2
Ignores armor if player damaged this Round

II	2 | 0

Aquatic Spearman	HP : 4
	Shield: 0
	Allies:4

Back Row

Attacks Strongest - 2
Ignores armor if player damaged this Round

II	2 | 0

Aquatic Spearman	HP : 4
	Shield: 0
	Allies:4

Back Row

Attacks Strongest - 2
Ignores armor if player damaged this Round

II	2 | 0

Aquatic Spearman	HP : 4
	Shield: 0
	Allies:4

Back Row

Attacks Strongest - 2
Ignores armor if player damaged this Round

II	2 | 0

Aquatic Spearman	HP : 4
	Shield: 0
	Allies:4

Back Row

Attacks Strongest - 2
Ignores armor if player damaged this Round

II	2 | 0

Kraken	HP : 20
	Shield: 3
	BOSS

Back Row

Attacks Strongest - 5
If there are fewer that 4 Tentacle Minions, Spawn one

II	9 | 0

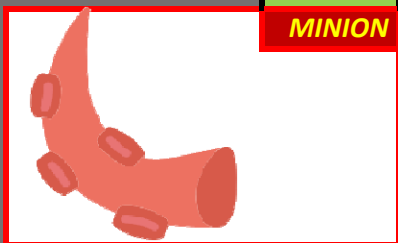| Tentacle	HP : 4
	Shield: 1
	MINION

Front Row

Attacks Next Player - 2
When Tentacle deals damage, damaged player discards a card at random.

II 0 | 0

Tentacle	HP : 4
	Shield: 1
	MINION

Front Row

Attacks Next Player - 2
When Tentacle deals damage, damaged player discards a card at random.

II 0 | 0

Tentacle	HP : 4
	Shield: 1
	MINION

Front Row

Attacks Next Player - 2
When Tentacle deals damage, damaged player discards a card at random.

II 0 | 0

Tentacle	HP : 4
	Shield: 1
	MINION

Front Row

Attacks Next Player - 2
When Tentacle deals damage, damaged player discards a card at random.

II 0 | 0

Turtle Trooper	HP : 5
	Shield: 3
	Allies:3

Front Row

Attacks Strongest - 2
+2 damage if Shieldbroken

II 2 | 0

Turtle Trooper	HP : 5
	Shield: 3
	Allies:3

Front Row

Attacks Strongest - 2
+2 damage if Shieldbroken

II 2 | 0

Turtle Trooper	HP : 5
	Shield: 3
	Allies:3

Front Row

Attacks Strongest - 2
+2 damage if Shieldbroken

II 2 | 0

Turtle Trooper	HP : 5
	Shield: 3
	Allies:3

Front Row

Attacks Strongest - 2
+2 damage if Shieldbroken

II 2 | 0

Turtle Trooper	HP : 5
	Shield: 3
	Allies:3

Front Row

Attacks Strongest - 2
+2 damage if Shieldbroken

II 2 | 0

Orc Barbarian	HP : 6
	Shield: 1
	Allies:3

Front Row

Attacks Strongest - 3

III   2 | 0

Orc Barbarian	HP : 6
	Shield: 1
	Allies:3

Front Row

Attacks Strongest - 3

III   2 | 0

Orc Barbarian	HP : 6
	Shield: 1
	Allies:3

Front Row

Attacks Strongest - 3

III   2 | 0

Orc Barbarian	HP : 6
	Shield: 1
	Allies:3

Front Row

Attacks Strongest - 3

III   2 | 0

Orc Barbarian	HP : 6
	Shield: 1
	Allies:3

Front Row

Attacks Strongest - 3

III   2 | 0

Orc Warboss	HP : 10
	Shield: 3
	Allies:4

Back Row

Attacks Weakest - 3

III   3 | 1

Orc Warboss	HP : 10
	Shield: 3
	llies:4

Back Row

Attacks Weakest - 3

III   3 | 1

Orcish Berserker	HP : 7
	Shield: 0
	Allies:3

Front Row

Attacks Strongest - 2
Attacks Weakest - 2
All attacks deal +1 damage to this creature.

III   2 | 0

Orcish Berserker	HP : 7
	Shield: 0
	Allies:3

Front Row

Attacks Strongest - 2
Attacks Weakest - 2
All attacks deal +1 damage to this creature.

III   2 | 0

Orcish Berserker	HP : 7
	Shield: 0
	Allies:3

Front Row

Attacks Strongest - 2
Attacks Weakest - 2
All attacks deal +1 damage to this creature.

III	2 | 0

Orcish Berserker	HP : 7
	Shield: 0
	Allies:3

Front Row

Attacks Strongest - 2
Attacks Weakest - 2
All attacks deal +1 damage to this creature.

III	2 | 0

Treasure Goblin	HP : 10
	Shield: 2
	Allies:1

Back Row

At the end of the Round, discard Treasure Goblin

III	0 | 3

Treasure Goblin	HP : 10
	Shield: 2
	Allies:1

Back Row

At the end of the Round, discard Treasure Goblin

III	0 | 3

Treasure Goblin	HP : 10
	Shield: 2
	Allies:1

Back Row

At the end of the Round, discard Treasure Goblin

III	0 | 3

Drow Assassin	HP : 3
	Shield: 3
	Allies:4

Poison **Back Row**

Attacks First Poisoned Player - 6
Attacks Weakest - 1
If a player is damaged by Drow Assassin, they gain a Poison Counter.

IV	3 | 1

Drow Assassin	HP : 3
	Shield: 3
	Allies:4

Poison **Back Row**

Attacks First Poisoned Player - 6
Attacks Weakest - 1
If a player is damaged by Drow Assassin, they gain a Poison Counter.

IV	3 | 1

Drow Nightblade	HP : 7
	Shield: 3
	Allies:2

Front Row

Attacks Strongest - 4
Attacks Strongest - 4
Counter Attack - 3

IV	4 | 2

Drow Nightblade	HP : 7
	Shield: 3
	Allies:2

Front Row

Attacks Strongest - 4
Attacks Strongest - 4
Counter Attack - 3

IV	4 | 2

Enthralled Mage	HP : 5	Enthralled Mage	HP : 5	Giant Spider	HP : 5
	Shield: 1		Shield: 1		Shield: 2
	MINION		MINION		Allies:2

Enthralled Mage — HP : 5 — Shield: 1 — MINION

Back Row

Fire Attacks Weakest - 2
Ignores Armor

IV — 0 | 0

Enthralled Mage — HP : 5 — Shield: 1 — MINION

Back Row

Fire Attacks Weakest - 2
Ignores Armor

IV — 0 | 0

Giant Spider — HP : 5 — Shield: 2 — Allies:2

Poison Front Row

Attacks Strongest - 4
Attacks Strongest - 2
If a player is damaged by Giant
Spider, they gain a Poison Counter

IV — 3 | 0

Giant Spider — HP : 5 — Shield: 2 — Allies:2

Poison Front Row
Attacks Strongest - 4
Attacks Strongest - 2
If a player is damaged by Giant
Spider, they gain a Poison
Counter

IV — 3 | 0

Giant Spider — HP : 5 — Shield: 2 — Allies:2

Poison Front Row
Attacks Strongest - 4
Attacks Strongest - 2
If a player is damaged by Giant
Spider, they gain a Poison Counter

IV — 3 | 0

Mind Flayer — HP : 20 — Shield: 4 — BOSS

Back Row
Attacks Strongest - 2
Attacks Weakest - 3
Ignores Armor
When Mind Flayer deals damage,
discard their hand

IV — 9 | 0

Savage Thrall — HP : 5 — Shield: 1 — MINION

Front Row

Attacks Strongest - 1
Attacks Strongest - 1

IV — 0 | 0

Savage Thrall — HP : 5 — Shield: 1 — MINION

Front Row

Attacks Strongest - 1
Attacks Strongest - 1

IV — 0 | 0

Savage Thrall — HP : 5 — Shield: 1 — MINION

Front Row

Attacks Strongest - 1
Attacks Strongest - 1

IV — 0 | 0

Tarantula Centaur	HP : 4
	Shield: 1
	Allies:3

Poison Back Row
Attacks Last Player - 3
Attacks Weakest - 2
If a player is damaged by
Tarantula Centaur, they gain a
Poison Counter.

IV	2	0

Tarantula Centaur	HP : 4
	Shield: 1
	Allies:3

Poison Back Row
Attacks Last Player - 3
Attacks Weakest - 2
If a player is damaged by Tarantula
Centaur, they gain a Poison
Counter.

IV	2	0

Dragon	HP : 25
	Shield: 8
	BOSS

Fire Flying
Attacks All - 3
Attacks Strongest - 5
Attacks Weakest - 4
Immune to Fire

V	9	0

Fire Drakes	HP : 6
	Shield: 0
	MINION

Fire Flying

Attacks All - 2
Immune to Fire

V	0	0

Fire Drakes	HP : 6
	Shield: 0
	MINION

Fire Flying

Attacks All - 2
Immune to Fire

V	0	0

Fire Drakes	HP : 6
	Shield: 0
	MINION

Fire Flying

Attacks All - 2
Immune to Fire

V	0	0

Fire Elemental	HP : 6
	Shield: 3
	Allies:3

Fire Front Row
Fire Attacks Strongest - 3
Fire Attacks Strongest - 2
Ice Attacks deal + 2 damage to
Fire Elemental

V	4	1

Fire Elemental	HP : 6
	Shield: 3
	Allies:3

Fire Front Row
Fire Attacks Strongest - 3
Fire Attacks Strongest - 2
Ice Attacks deal + 2 damage to Fire
Elemental

V	4	1

Ice Elemental	HP : 6
	Shield: 2
	Allies:3

Ice Back Row
Ice Attacks Strongest - 3
Ice Attacks Strongest - 2
Lightning Attacks deal + 2 damage
to Ice Elemental

V	4	1

Ice Elemental	HP : 6

Shield: 2

Allies:3

Ice Back Row

Ice Attacks Strongest - 3
Ice Attacks Strongest - 2
Lightning Attacks deal + 2 damage to Ice Elemental

V   🟦 4 | 1 ⬜

Lightning Elemental	HP : 6

Shield: 1

Allies:3

Lightning Flying

Lightning Attacks Strongest - 5
Lightning Attacks Strongest - 1
Fire Attacks deal + 2 damage to Lightning Elemental

V   🟦 4 | 1 ⬜

Lightning Elemental	HP : 6

Shield: 1

Allies:3

Lightning Flying

Lightning Attacks Strongest - 5
Lightning Attacks Strongest - 1
Fire Attacks deal + 2 damage to Lightning Elemental

V   🟦 4 | 1 ⬜

Rust Elemental	HP : 6

Shield: 1

Allies:3

Front Row
Attacks Strongest - 3
Attacks Strongest - 2
If Rust Elemental deals damage to a player, that player Exhausts an Item they control

V   🟦 4 | 1 ⬜

Rust Elemental	HP : 6

Shield: 1

Allies:3

Front Row
Attacks Strongest - 3
Attacks Strongest - 2
If Rust Elemental deals damage to a player, that player Exhausts an Item they control

V   🟦 4 | 1 ⬜

Dungeon	

Area

All player's hand size is reduced by 1.

Dungeon	

Area

All player's hand size is reduced by 1.

Flooded Cave	

Area

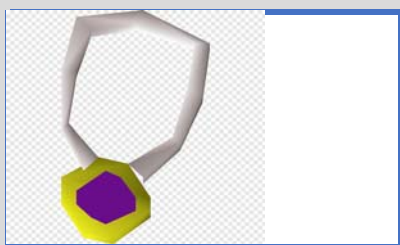If a Lightning attack is used, all targets and players take 1 damage. Exhaust all Armor items.

Furnace	

Area

All Fire attacks are + 2 damage.

Furnace	Amulet of Vigor	Amulet of Vigor
Area All Fire attacks are + 2 damage.	**Amulet** Item +2 HP [3]	**Amulet** Item +2 HP [3]

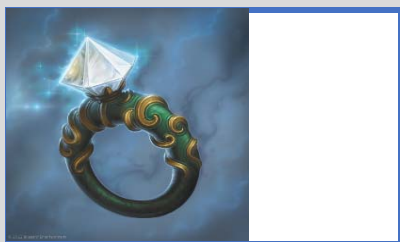| Arcane Staff	Arcane Staff	Bracers of Dueling
Weapon Item +1 Hand Size +1 HP (2) Discard a card- deal 2 damage - Long Range [3]	**Weapon** Item +1 Hand Size +1 HP (2) Discard a card- deal 2 damage - Long Range [3]	**Bracers** item You may equip 2 weapons. [2]

Chillax	Djinn's Ring	Flaming Sword
Weapon Item All of your attacks are Ice attacks. Attacks that deal 4 or more damage, STUN the enemy. [3]	Item Trash this card as it resolves. Take 5 Damage. Search the Loot deck for any 1 card and add it to your character. [1]	**Weapon** Item All of your attacks are Fire attacks. Attacks that deal 4 or more damage deal +2 additional damage [3]

Leather Armor	Leather Armor	Lightning Hammer
Armor Item	**Armor** Item	**Weapon** Item
+ 2 Armor 2 Cunning needed to Equip.	+ 2 Armor 2 Cunning needed to Equip.	All of your attacks are Lightning attacks. Attacks that deal 4 or more damage deal 1 damage to any other target (Long Range)
2	2	3

Long Bow	Long Bow	Plate Armor
Weapon Item	**Weapon** Item	**Armor** Item
All Long Range Attacks are + 1 Damage	All Long Range Attacks are + 1 Damage	+ 3 Armor 3 Combat needed to Equip.
2	2	2

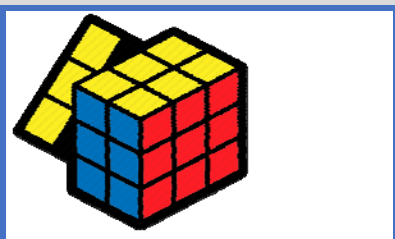| Plate Armor	Puzzle Box	Red Potion
Armor Item	**Relic** Item	Item
+ 3 Armor 3 Combat needed to Equip.	This item is added to your deck. (3) Put Puzzle Box into play. (6) Discard your hand. Trash Puzzle Box. Add 3 Cards and 3 Loot to the next draft.	(2) Trash this card as it resolves. Trash 3 Damage.
2	0	1

Red Potion

Item

(2) Trash this card as it resolves.
Trash 3 Damage.

1

Red Potion

Item

(2) Trash this card as it resolves.
Trash 3 Damage.

1

Ring of Improvisation

Ring Item

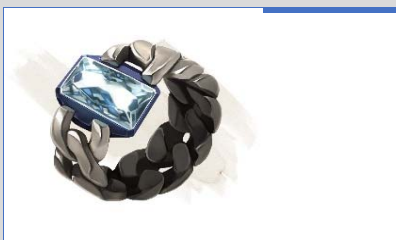+1 Hand Size

3

Ring of Improvisation

Ring Item

+1 Hand Size

3

Ring of Scrying

Ring Item

At the end of every round, you
may look at the top card of your
deck. Then choose to discard it.

1

Ring of Unlife

Ring Item

You no longer take damage. If you
would take damage, Trash that
many cards. If you cannot, you are
eliminated from the game.

0

Simple Ring

Ring item

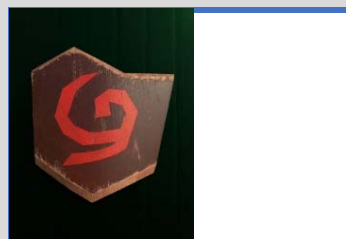Your * Cards cost (1) less to play.

1

Wizard Hat

Hat Item

+ 1 Armor
Exhaust : Discard your hand and
draw 6 cards.
3 Magic needed to Equip.

2

Wooden Shield

Shield Item
+ 2 Armor
2 Cunning OR Combat needed to
Equip.
If you take damage from a Fire
Source, trash this item.

1

Cantrip	2

Special Long Range Effect

As you play this card, trash any other card you control. Deal 1 damage.

*

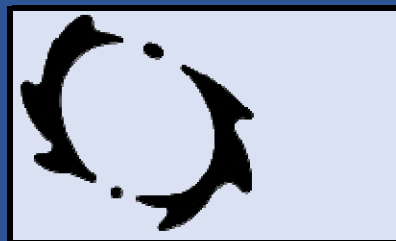| Kadava	7

Long Range Attack

Trash this card as it resolves. Destroy target non-BOSS Enemy.
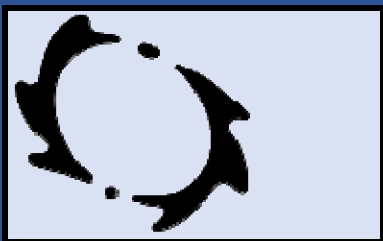
5

Light Shield	2

Effect

Target player has +1 Shield.

2

Light Shield	2

Effect

Target player has +1 Shield.

2

Mage Armor	2

Effect

You or target Ally gets Shield + 2

2

Mage Armor	2

Effect

You or target Ally gets Shield + 2

2

Minor Shield	1

Effect

Target player has +1 Shield.

*

Essence Siphon	2

Long Range Attack

Deal 1 Damage, remove 1 target Damage Cards.

1   *

Fire Bolt	3

Long Range - Fire Attack
Deal 1 Damage to target creature. Deal 2 damage to up to 2 targets (same creature can be targeted 3 times).
Ignores Armor

1   3

Fire Bolt	3

Long Range - Fire Attack

Deal 1 Damage to target creature. Deal 2 damage to up to 2 targets (same creature can be targeted 3 times).
Ignores Armor

🟨 1   ⚡ 3

Fire Bolt	3

Long Range - Fire Attack

Deal 1 Damage to target creature. Deal 2 damage to up to 2 targets (same creature can be targeted 3 times).
Ignores Armor

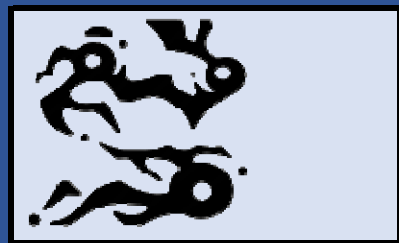🟨 1   ⚡ 3

Chain Lightning	3

Special Lightning Attack

Deal 2 Damage to any target. Deal 2 damage to all other targets in the same Row

🟨 2   ⚡ 3

Chain Lightning	3

Special Lightning Attack

Deal 2 Damage to any target. Deal 2 damage to all other targets in the same Row

🟨 2   ⚡ 3

Essence Transfer	3

Long Range Attack

Deal 3 Damage, discard 3 target Damage Cards.

🟨 3   ⚡ 3

Essence Transfer	3

Long Range Attack

Deal 3 Damage, discard 3 target Damage Cards.

🟨 3   ⚡ 3

Ice Bolt	2

Long Range - Ice Attack

Deal 1 Damage to any Target.

🟨 3   ⚡ *

Ice Bolt	2

Long Range - Ice Attack

Deal 1 Damage to any Target.

🟨 3   ⚡ *

Ice Bolt	2

Long Range - Ice Attack

Deal 1 Damage to any Target.

🟨 3   ⚡ *

Ice Shard	2	Ice Shard	2	Ice Shard	2

Long Range - Ice Attack

Deal 2 Damage to any Target.
Until end of turn all other attacks
to Targeted Creature are +1
Damage

🟨 3   ⚡ 2

Long Range - Ice Attack

Deal 2 Damage to any Target.
Until end of turn all other attacks
to Targeted Creature are +1
Damage

🟨 3   ⚡ 2

Long Range - Ice Attack

Deal 2 Damage to any Target.
Until end of turn all other attacks
to Targeted Creature are +1
Damage

🟨 3   ⚡ 2

Lightning Strike	4	Lightning Strike	4	Lightning Strike	4

ong Range - Lightning Attack

Deal 4 Damage to any Target.
If that Target dies, deal 2 Damage
to any other Target.
Ignores Armor.

🟨 5   ⚡ 4

ong Range - Lightning Attack

Deal 4 Damage to any Target.
If that Target dies, deal 2 Damage
to any other Target.
Ignores Armor.

🟨 5   ⚡ 4

ong Range - Lightning Attack

Deal 4 Damage to any Target.
If that Target dies, deal 2 Damage
to any other Target.
Ignores Armor.

🟨 5   ⚡ 4

Arcane Advancement

Level Up

+1 Magic

Arcane Advancement

Level Up

+1 Magic

Arcane Advancement

Level Up

+1 Magic

Arcane Advancement

Level Up

+1 Magic

Arcane Advancement

Level Up

+1 Magic